

- The normal execution of a program is altered when an event of higher-priority occurs. The CPU is alerted to such an event through an interrupt.
- Interrupts can be triggered by I/O requests, arithmetic errors (such as division by zero), or when an invalid instruction is encountered.
- Each interrupt is associated with a procedure that directs the actions of the CPU when an interrupt occurs.
  - Nonmaskable interrupts are high-priority interrupts that cannot be ignored.

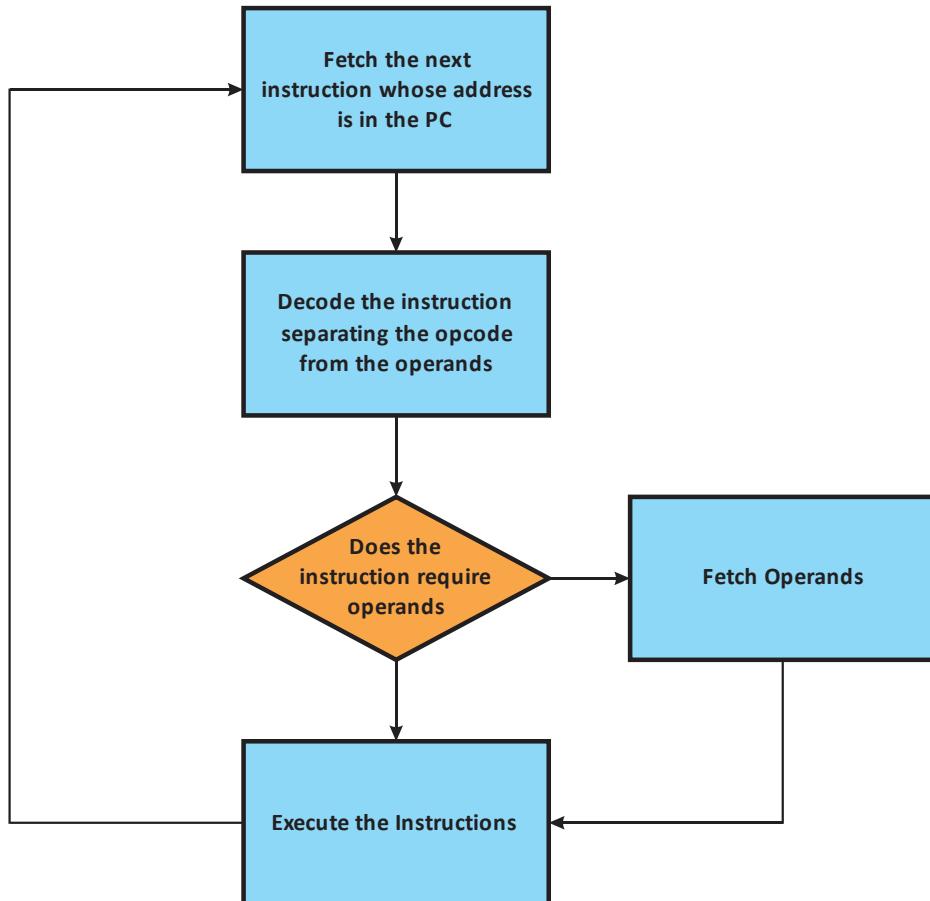


Figure 4.11 The Fetch-Decode-Execute Cycle

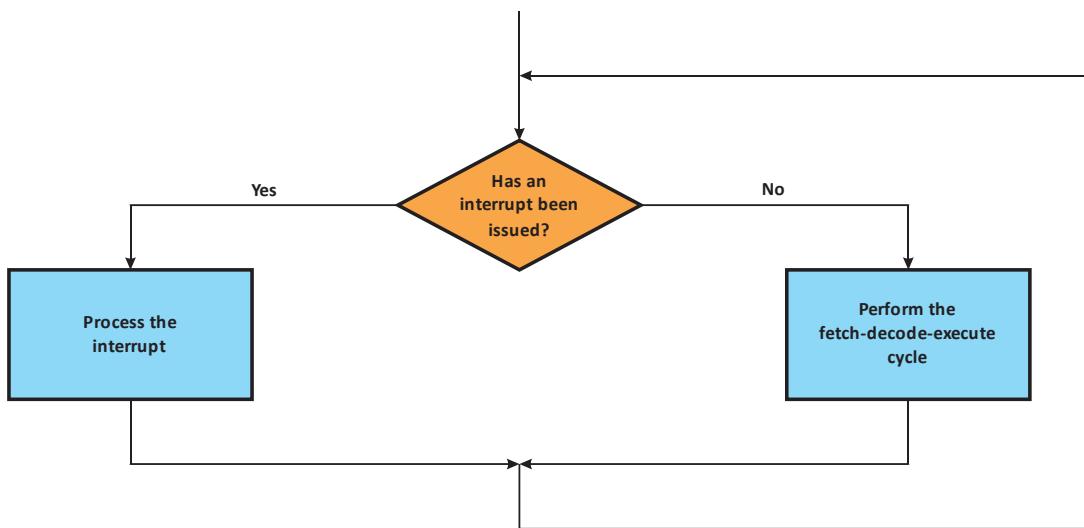


Figure 4.12 The Fetch-Decode-Execute Cycle with Interrupt Checking

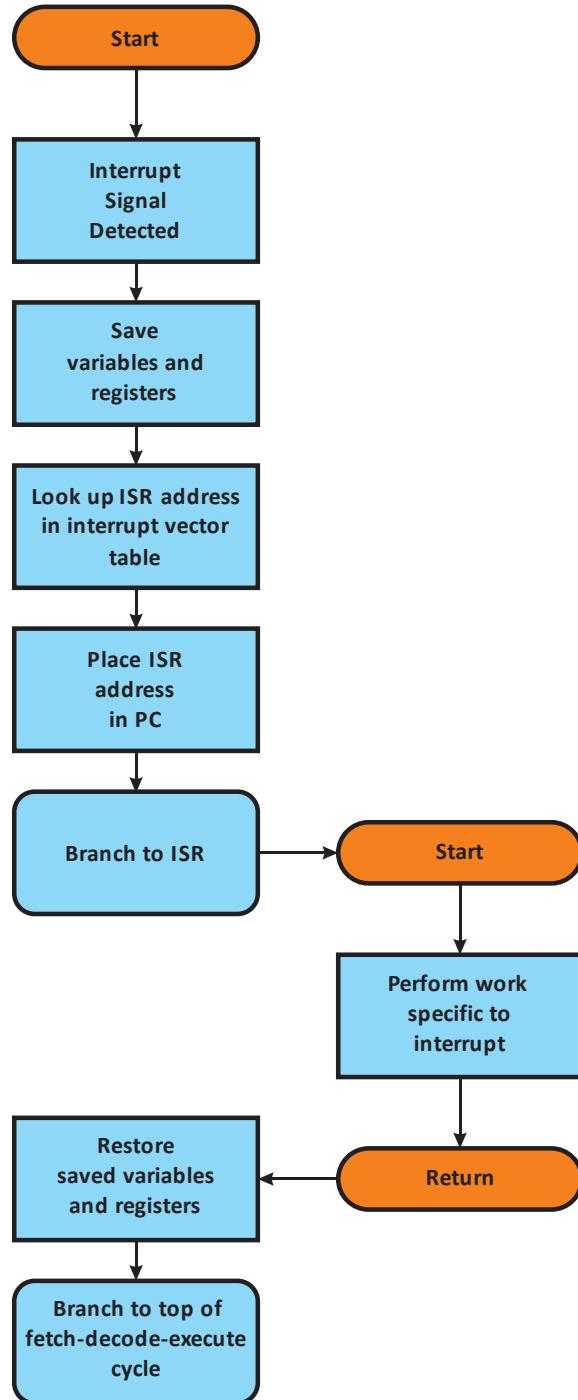


Figure 4.13 Processing and Interrupt